

3-D TEXT IN A GAMING MACHINE

ABSTRACT OF THE DISCLOSURE

5 Methods and apparatus on a gaming machine for presenting a plurality of
game outcome presentations derived from one or more virtual 3-D gaming
environments stored on the gaming machine are described. While a game of chance is
being played on the gaming machine, two-dimensional images derived from a 3-D
object in the 3-D gaming environment may be rendered to a display screen on the
10 gaming machine in real-time as part of a game outcome presentation. The 3-D objects
in the 3-D gaming environment may include 3-D texts objects that are used to display
text to the display screen of the gaming machine as part of the game outcome
presentation. Apparatus and methods are described for generating and displaying
information in a textual format that is compatible with a 3-D graphical rendering
15 system. In particular, font generation and typesetting methods that are applicable in a
3-D gaming environment are described.